

1       **In the Claims**

2       Claims 1, 12 and 22 are amended.

3       Claims 1-33 are pending and are listed below:

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5       1.       (Currently Amended) A method comprising:

6       loading one or more source processing chains to support execution of a  
7       development project, the source processing chains comprising a series of filters to  
8       process and render media content; and

9       determining whether each of the one or more processing chains will be  
10      subsequently required during execution of this or another development project  
11      and, if so, caching those filter chains which will be subsequently required.

12  
13      2.       (Original) A method according to claim 1, wherein loading of the  
14      one or more processing chains comprises:

15      identifying which source(s) will be required to support execution of the  
16      next M seconds of the development project;

17      searching one or more cache(s) to determine whether the source processing  
18      chain(s) associated with the source(s) are available within the one or more  
19      cache(s); and

20      retrieving the one or more processing chains from a memory location  
21      denoted by an associated one or more pointers in the cache for integration with the  
22      development project.

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24      3.       (Original) A method according to claim 2, further comprising:  
25

1 determining whether processing chain(s) retrieved from the cache(s) satisfy  
2 processing requirements of the development project; and

3 modifying one or more objects of one or more of the processing chain(s)  
4 retrieved from the cache(s) that do not satisfy the processing requirements of the  
5 development project.

6  
7 4. (Original) A method according to claim 3, wherein modifying one or  
8 more objects may comprise one or more of adding processing objects to the  
9 processing chain(s), removing one or more processing objects from the processing  
10 chain(s), or changing one or more operating attributes of one or more processing  
11 objects within the processing chain(s).

12  
13 5. (Original) A method according to claim 2, wherein M is at least as  
14 long as necessary to construct a processing chain.

15  
16 6. (Original) A method according to claim 1, wherein determining  
17 whether a processing chain will subsequently be required comprises:

18 determining whether any future calls to a source coupled to the processing  
19 chain exist within this development project; and

20 determining whether any future calls to a source coupled to the processing  
21 chain may be received during execution of future development projects.

22  
23 7. (Original) A method according to claim 6, wherein it is assumed that  
24 each processing chain may well be required to support future execution of this or a  
25 future development project.

1  
2 8. (Original) A method according to claim 1, wherein caching the  
3 processing chain comprises:

4 assigning the processing chain a unique identifier; and  
5 storing the unique identifier along with a pointer to a memory location  
6 occupied by the processing chain in a cache.

7  
8 9. (Original) A method according to claim 8, wherein the unique  
9 identifier is one or more of a source file handle, a source file name, a random  
10 numeric identifier uniquely assigned to the processing chain, a graphical icon, an  
11 alphanumeric character, and the like.

12  
13 10. (Original) A storage medium comprising a plurality of executable  
14 instructions which, when executed, implement a method according to claim 1.

15  
16 11. (Original) A computing system comprising:  
17 a storage medium having stored therein a plurality of executable  
18 instructions; and  
19 an execution unit, coupled to the storage medium, to execute at least a  
20 subset of the plurality of executable instructions to implement a method according  
21 to claim 1.

22  
23 12. (Currently Amended) A method comprising:  
24 generating a source chain for use in a development project, the source chain  
25 comprising a series of filters to process and render media content; and

1        caching the source chain when it is not currently required in the  
2 development project.

3  
4        13.    (Original) A method according to claim 12, wherein the processing  
5 chain is cached only if it will subsequently be required in the development project,  
6 or a future development project.

7  
8        14.    (Original) A method according to claim 12, wherein caching the  
9 source chain comprises:

10        generating an identifier which is uniquely assigned to the processing chain;  
11 and

12        storing the identifier along with a pointer to memory occupied by the  
13 processing chain in a cache of processing chain pointers.

14  
15        15.    (Original) A method according to claim 14, wherein the identifier is  
16 one or more of a source file handle, a file name, an icon, a randomly generated  
17 number uniquely assigned to the processing chain, an alphanumeric identifier, and  
18 the like.

19  
20        16.    (Original) A method according to claim 12, further comprising:  
21 identifying a need for a source processing chain; and  
22 retrieving a suitable processing chain from a cache of such processing  
23 chains.

24  
25        17.    (Original) A method according to claim 16, further comprising:

1 integrating the retrieved processing chain into the development project.

2  
3 18. (Original) A method according to claim 16, further comprising:  
4 modifying one or more attributes of the retrieved processing chain before  
5 integration into the development project.

6  
7 19. (Original) A method according to claim 18, wherein modification to  
8 the retrieved processing chain may include one or more of adding processing  
9 objects to the processing chain, removing processing objects from the processing  
10 chain, altering one or more processing characteristics of one or more processing  
11 objects of the processing chain, and the like.

12  
13 20. (Original) A storage medium comprising a plurality of executable  
14 instructions which, when executed, implement a method according to claim 12.

15  
16 21. (Original) A computing system comprising:  
17 a storage medium having stored therein a plurality of executable  
18 instructions; and  
19 an execution unit, coupled to the storage medium, to execute at least a  
20 plurality of the instructions to implement a method according to claim 12.

21  
22 22. (Currently Amended) A system comprising:  
23 a plurality of sources; and  
24 an interface, selectively coupled to the plurality of sources, to generate and  
25 implement a development project of processing chains, wherein the interface loads

1 a processing chain for each of the plurality of media sources at a point during the  
2 execution of the project when the chain is required, and wherein the interface is  
3 configured to unload at least a subset of the chains when they are not required, the  
4 processing chains comprising a series of filters to process and render media  
5 content.

6  
7 23. (Original) A system according to claim 22, wherein the interface  
8 only loads those processing chains required during the next M seconds of project  
9 execution, and if a current chain-count does not exceed a threshold, T.

10  
11 24. (Original) A system according to claim 23, wherein M is less than a  
12 time required to load a processing chain.

13  
14 25. (Original) A system according to claim 23, wherein if the currently  
15 loaded chain-count has reached a threshold, T, the interface identifies one or more  
16 currently loaded chains that can be unloaded.

17  
18 26. (Original) A system according to claim 25, wherein the interface  
19 identifies one or more currently loaded chains that will not be used during the next  
20 N seconds to unload.

21  
22 27. (Original) A system according to claim 25, wherein the interface  
23 determines whether the identified one or more chains will be required during  
24 subsequent execution of the project, or in a future project and, if so, caches the  
25 identified chain(s).

1  
2 28. (Original) A system according to claim 27, wherein the interface  
3 assigns a unique identifier to processing chains to be cached, and stores the unique  
4 identifier along with a pointer to memory wherein the processing chain resides in a  
5 processing chain cache.

6  
7 29. (Original) A system according to claim 22, wherein the interface  
8 removes the identified chains from the active project and caches the removed  
9 chains.

10  
11 30. (Original) A system according to claim 22, wherein the interface  
12 loads processing chains by first searching a cache of processing chains for a  
13 suitable match.

14  
15 31. (Original) A system according to claim 30, wherein if the interface  
16 identifies a suitable match, the processing chain is retrieved from memory for  
17 integration within the processing project.

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19 32. (Original) A system according to claim 31, wherein the interface  
20 modifies one or more attributes of the retrieved processing chain before  
21 integration within the processing project.

1           33. (Original) A system according to claim 32, wherein modifying the  
2 processing chain, the interface performs one or more of adding one or more  
3 processing objects to the processing chain, removing one or more processing  
4 objects from the processing chain, modifying one or more processing  
5 characteristics of one or more processing objects within the processing chain.

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